Nintendo

GAME BOY™

KEMCO ▲ SEIKA

DMG - BB - USA

THE

BUGS BUNNY™

CRAZY CASTLE

INSTRUCTION BOOKLET

Official Nintendo Seal of Quality

This official seal is your assurance that Nintendo® has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy system.

PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME:

1. This Game Boy system is a very fine instrument. Keep it away from very high temperature and mechanical shock, at all times. Never disassemble it for any reason.
2. Never touch the terminals with your bare hands or get them wet. It could cause damage.
3. Do not clean the case with solvents of any kind,such as thinner, benzene, alcohol, etc.
4. If you play the game for a long period of time, please take a short rest of 10 to 15 minutes, about every 2 hours, for your health.

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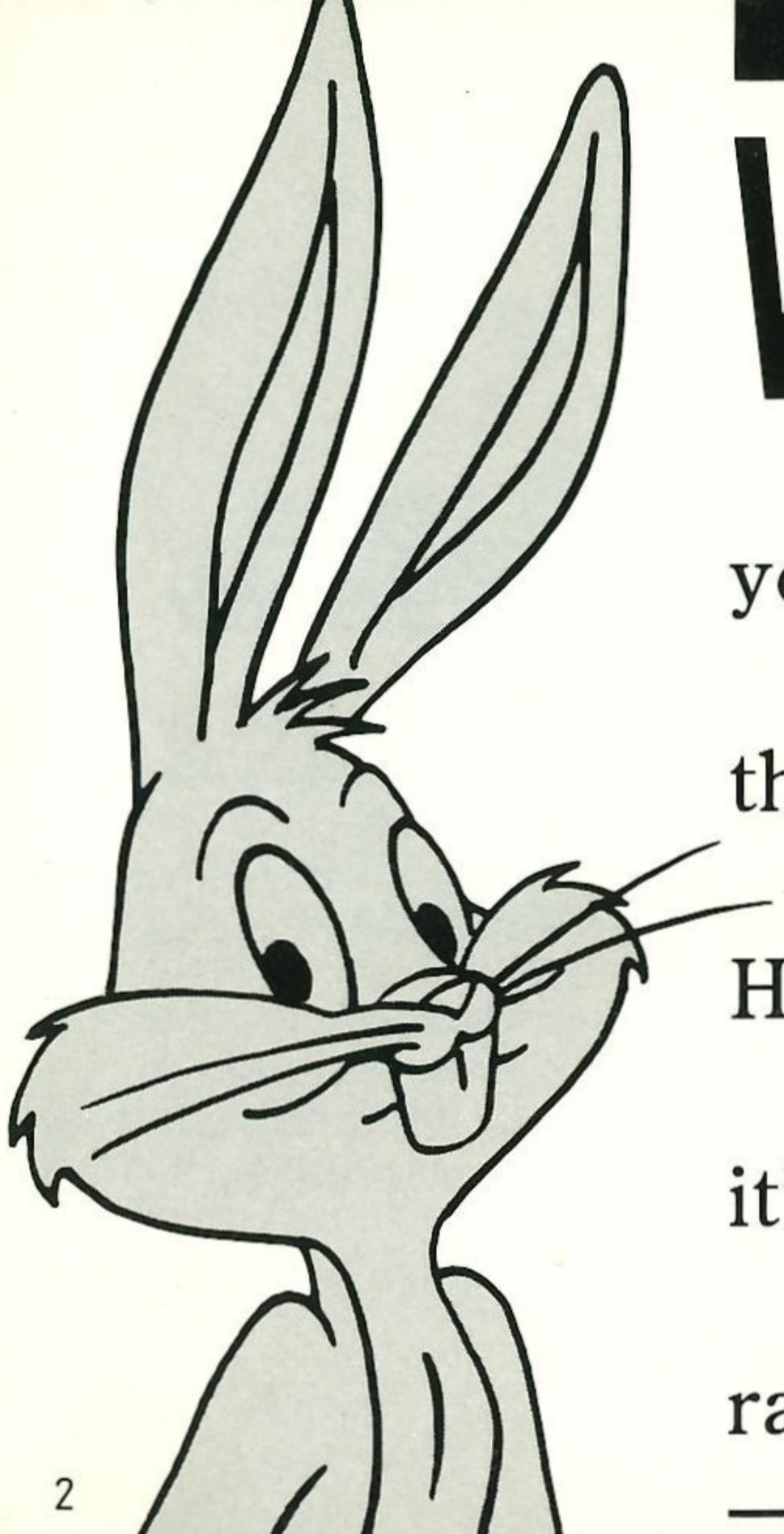


Welcome to Crazy Castle!

Listen, Doc, it's up to you to guide me, Bugs Bunny,™ through the castle and rescue Honey Bunny.™ But don't think it's going to be easy! Those rascals Daffy Duck,™ Sylvester,™

Wiley Coyote,™ and Yosemite

Sam™ have captured Honey

Bunny and hidden her deep

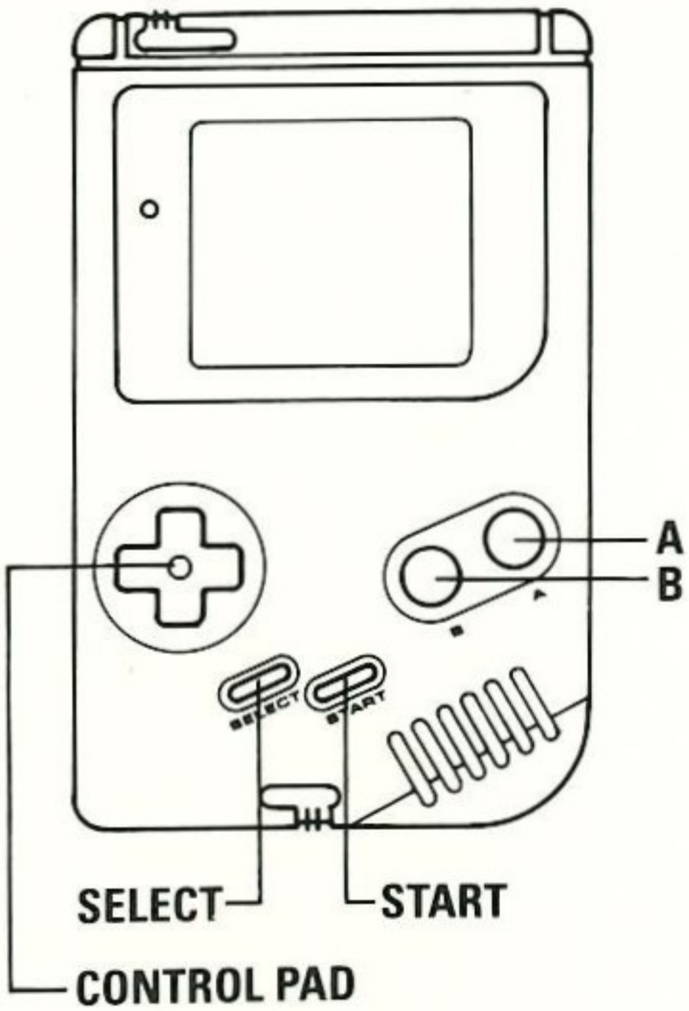
within the castle. Along the way

we have to collect all the carrots

while avoiding those rascals.

Okay, Doc, let's get going!

USING THE CONTROLS:



Control Pad:
Used to move Bugs Bunny. Use the up and down directions to help Bugs climb stairs or enter the pipes. Also used to enter password letters and to select from menus.

SELECT Button:
Used to resume a paused game.

START Button:
Used to start the game and may also be used to pause the game during play. The START Button will also resume a paused game.

A Button:
Used to release the boxing glove at one of the rascals.

B Button:
Same as the A Button.

HOW TO PLAY:

Starting the Game:

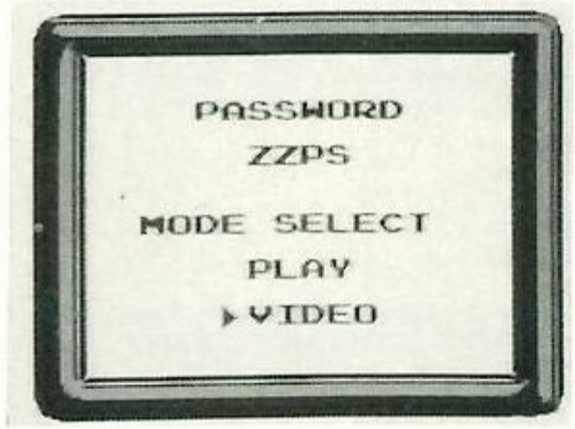
Insert the Bugs Bunny Crazy Castle Game Pak into the GAME BOY and turn on the power. First "Nintendo" will be displayed, followed by the Bugs Bunny Crazy Castle license screen, and the title screen. When the title screen appears, push the START Button to begin the game.

Choosing the Level:

You can choose to start the game from the first level or enter a password to start from a higher level. These passwords are given to you as you complete each of the sixty levels. Use the control pad to move the cursor to the desired choice and push START.

If you choose to enter a password, you will be given the opportunity to enter a four character code. Use up and down on the control pad to change the flashing character to another letter. Use right and left on the

control pad to change character positions. Push START when you are done entering the password. If you enter the password correctly, you may begin play from the higher level. Otherwise, you will begin from the first level.



The Objective:

You begin the game with 5 lives. Your goal is to complete all sixty levels by picking up all the carrots on each level. If you are captured by one of the rascals, you lose a life and have to start the level over again. However, you can safely pass the rascals through doorways and pipes.

If you are successful in completing a level, you receive an additional life and are given the password for the level. You can then choose to watch an instant replay of the level by choosing VIDEO, or go on to the next level.

If you lose all your lives, you will be given the chance to continue the game from the current level. To do this, use the control pad to highlight YES and push the START button. Otherwise, you can start the game from the first level.

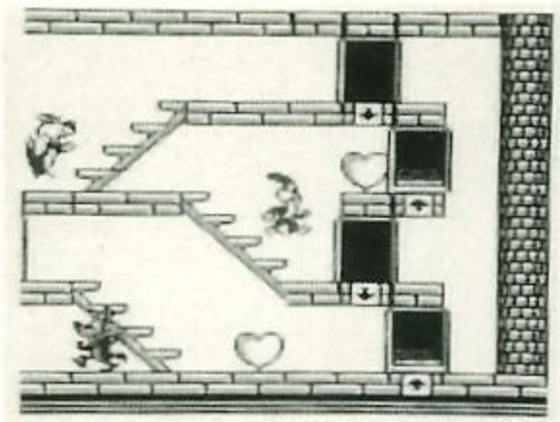
GAME DETAILS:

Controlling Bugs Bunny:

Bugs Bunny is an agile character. He can even survive jumps from high places. You can use right and left on the control pad to move him across the screen.

Climbing Stairs:

You can use the up and down directions on the control pad to help Bugs Bunny climb up or down the stairs. Simply push up or down on the control pad when he is at the start of the stairs.



Using Doorways:
Many levels have doorways that lead up or down to other floors. To use these doorways, push up or down on the control pad when Bugs Bunny is in front of the doorway.

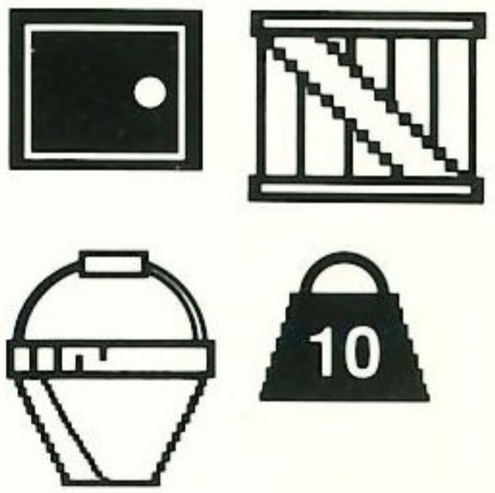
The Pipes:
Some levels contain a maze of pipes that Bugs Bunny can use to escape. To enter the pipes, move to the entrance of the pipe and press up or down on the control pad. Bugs Bunny will appear at the other end of the pipe.

Other Items:
There are a number of other items in the castle that you should look for:

Magic Carrot Juice:
By drinking the magic carrot juice, Bugs Bunny will become invisible for a short time.

Boxing Glove:
If you pick up the boxing glove, you can use it to throw a punch at one of the rascals. Push the A Button and the glove will be thrown in the direction that Bugs Bunny is facing.

Safe, Wooden Crate, Bucket, and 10 Ton Weight: You can push one of these objects into the rascals, or push it off a floor so that it falls down on one of them.



The No Carrot Sign:
On some levels you may encounter a No Carrot sign. Be very careful! If you touch this sign, you will be immediately forced to play a special level. If you succeed in clearing the level, you will gain 3 lives. Otherwise you will be forced back 3 levels.

THE RASCALS:

Daffy Duck

Sylvester

Wiley Coyote

Yosemite Sam

90-DAY LIMITED WARRANTY KEMCO/SEIKA GAME PAKS

90-DAY LIMITED WARRANTY

SEIKA Corporation warrants to the original consumer purchaser that this Game Boy Game Pak ("PAK")(not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, SEIKA will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the SEIKA Consumer Service Department of the problem requiring warranty service by calling 1-800-462-5040. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Seika Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with our sales slip or similar proof-of-purchase within the 90-day warranty period to:

Seika Corporation, 20000 Mariner Avenue, Suite 100, Torrance, CA 90503

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the SEIKA CORPORATION Consumer Service Department at the phone number noted above. If the SEIKA Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for SEIKA to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SEIKA, and enclose a money order payable to SEIKA for the cost quoted you.

If after personal inspection, the SEIKA Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEIKA BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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